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1.


ONLY FEW SOUNDS,
A LOT OF PAUSE

 G.P.

DENSE BUT PIANO

2.

STACCATO, POINTILLISTIC,
JUMPING AROUND

 gradual
(slow)
transition

MEDIUM DURATIONS,
MORE SHIFTING THAN
JUMPING

3.

SLOW TONE-REPETITIONS

} G.P.

FAST TONE-REPETITIONS

} G.P.


TREMOLO-LIKE

} G.P.

VIBRATO-LIKE

4.


FLORID
MELODIES

 gradual
(slow)
transition

FLORID MELODIES
WITH MANY
FERMATAS

5.

MAESTOSO

 gradual
(fast)
transition

DANCING

There are 5 elements. One musician chooses an element and shows by hand-sign both the number and whether the element is to be played forwards or backwards. When the ensemble has finished playing the first element, a different musician shows new hand-signs telling how to go on, etc. This decision process must be open for initiatives from all musicians every time. It requires both initiative and a certain democratic culture, so that everyone has good opportunity to participate. Elements can be chosen freely every time. Although immediate repetitions are not especially recommended, they are not forbidden. A version may consist of any number of elements above 5. Duration of elements is free but keep this double concern in mind: there should be time for developing the contents, and elements should not be too long either to permit playing around with them. Element 3 and maybe 1 and 5 could be shorter than the others, else a recommended duration of elements might be between 30 seconds and 1½ minutes. A certain agreement of how to play the elements is required for this game - practise as needed.

Hand-signs: show number with the corresponding number of fingers. Forward/backward motion may be indicated by downward/upward position of the hand - "forward" is defined as "from top downwards" and vice versa.

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